

## Para-Sonar Pistol

**Model:** Para-Sonar Pistol

**Type:** Stunner

**Scale:** Character

**Skill:** Blaster: Blaster Pistol

**Ammo:** 10

**Cost:** 1000

**Availability:** 2, R or X

**Range:** 3-10/20/30

**Damage:** 4D\*

**Game Notes:** A Para-Sonar pistol fires a high frequency ultra-sonic beam which disrupts the equilibrium and nervous systems of humanoid targets. Because the target must be struck in the head for the beam to be effective, there is a -2 penalty to the shooter's to-hit roll. Helmets provide effective protection against the Para-Sonar; open helmets provide +1D protection and enclosed helmets give +2D; other armor has no effect. Also note the weapon is silent to human ears.

\*Role the weapon's damage versus the target's strength.

Damage Result	Effect
Stunned	Stunned: -1D this round and next
Wounded	Dazed: Lose one round of action & -1D for 1D6 rounds
Severely Wounded	Unconscious: Knocked out for 6D6 minutes
Mortally Wounded	Mortally Wounded: Ruptures eardrums and scrambles brains. Ick.



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